2. Bitmap

Program Name: Bitmap.java Input File: bitmap.dat

A bitmap is a rectangular grid of bits. A bit may have one of two values, most commonly represented as `0` and `1`. In this problem, you will be given a bitmap of `0`s and `1`s, and you will have to determine the area of the largest rectangle that is filled with `1`s.

Input
The first line of input consists of two space-separated integers, *m* and *n*, which represent the dimensions of the bitmap, where *m* is the number of rows and *n* is the number of columns. This will be followed by *m* lines of *n* bits each.

Output
The output will be a single line giving the area of the largest rectangle that is filled with only 1s. You may think of the area as the total number of 1s in that rectangle.

Constraints
```
1 <= m <= 1000
1 <= n <= 1000
```

Example Input File
```
5 24
110010010000011111110110010001l0
001010001001101111101000110l0111
100111101011100001000011001011OO
101101011101010101111101000001l0
001101101101110000100011001101O1
```

Example Output to Screen
```
10
```